

Pac - Land

Pac-Land

Führen Sie Pac-Man mit der linken und rechten Taste ins Zauberreich. Durch ständiges Drücken der linken bzw. rechten Taste erhöht sich Pac-Man's Geschwindigkeit. Halten Sie die Taste, bleibt seine Geschwindigkeit konstant. Mit Hilfe der Sprung-Taste kann Pac-Man Hindernisse überwinden.

Auf dem Weg ins Zauberreich begegnen Pac-Man fünf Monsterarten. Sie verlieren eine Pac-Man, wenn er fahrende Monster (Auto, Fahrrad) berührt.

Berührt Pac-Man einen Hydranten, Kaktus oder Baumstumpf passiert ihm nichts.

Ißt Pac-Man Powerpunkte, kann er Monster jagen und beißen.

Achten Sie auf Pac-Man's Engerieanzeige. Steht sie auf Null, verfolgen die Monster ihn.

Erreicht Pac-Man die offene Tür, muß er hindurchgehen und ist im Zauberreich. Dort erhält er von einer Fee einen Zauberschuh.

Nun muß er umkehren und den Heimweg antreten, auf dem er springen muß.

J6.6P Plug Housing
(Socket Connector)

1	Video RED
2	Video GREEN
3	Video BLUE
4	Video SYNC
5	Video GND
6	

Housing 1-480704-0
Contact 350689-1 AMP

J7.3P Plug Housing
(Socket Connector)

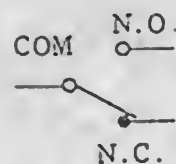
1	+12V	1A
2	GND	
3	+5V	4A

Housing 1-480700-0
Contact 350689-1 AMP

J8.44P Edge Connector (The pole
key is located between E and F)
225J-22221-488DDK (Pitch 3.96 mm)

PARTS MOUNTED SIDE		SOLDERED SIDE	
GND	A	1	GND
Speaker (+)	B	2	Speaker (-)
Lockout Solenoid	C	3	Coin Counter
1 P Start Lamp	D	4	2 P Start Lamp
+12V	E	5	+12V
+5V	F	6	+5V
GND	H	7	GND
Service SW	J	8	Test SW
Coin 1 SW	K	9	Coin 2 SW
1 P Start SW	L	10	2 P Start SW
P 1 Jump SW	M	11	P 2 Jump SW
P 1 Left SW	N	12	P 2 Left SW
	P	13	
P 1 Right SW	R	14	P 2 Right SW
	S	15	
	T	16	
	U	17	
	V	18	
	W	19	
	X	20	
Coin Counter 2	Y	21	TABLE GND ※
GND	Z	22	GND

- * The lockout solenoid and the coin counter's power supply is +12V.
- * The start lamp's power supply is +5V.
- * Each microswitch is connected onto the N.O. terminal.
Each GND is connect onto the COM terminal.



- * TABLE GND
For the table, the GND is connected.
Others, the GND is not connected.

DIP. SW. A

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
TEST	* NORMAL	OFF							
	TEST MODE	ON							
NUMBER OF PAC-MANS	* 3		OFF	OFF					
	2		OFF	ON					
	4		ON	OFF					
	5		ON	ON					
GAME FEE (COIN 1)	* 1 coin/1 credit				OFF	OFF			
	1 " /2 "				OFF	ON			
	2 " /1 "				ON	OFF			
	3 " /1 "				ON	ON			
ATTRACT SOUND	* SOUND						OFF		
	NO SOUND						ON		
GAME FEE (COIN 2)	* 1 coin/1 credit							OFF	OFF
	1 " /2 "							OFF	ON
	2 " /1 "							ON	OFF
	3 " /1 "							ON	ON

* They are always in the "OFF" position during transportation.

DIP. SW. B

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
EXTENDED POINTS	* A	OFF	OFF	OFF					
	B	OFF	OFF	ON					
	C	OFF	ON	OFF					
	D	OFF	ON	ON					
	E	ON	OFF	OFF					
	F	ON	OFF	ON					
	G	ON	ON	OFF					
	H	ON	ON	ON					
DIFFICULTY SETTING	* RANK A				OFF	OFF			
	B				OFF	ON			
	C				ON	OFF			
	D				ON	ON			
GAME CON- TROL	* NORMAL						OFF		
	RUNNING						ON		
SCREEN HOLD	* NORMAL							OFF	
	STOP							ON	
TILT	* YES								OFF
	NO								ON

P A C - L A N D

1	TV RED	1	+12V 1A
2	TV GREEN	2	GND
3	TV BLUE	3	+5V 4A
4	TV SYNC		
5	TV GND		
6			

Parts Side Solder Side

GND	1	GND
SPEAKER (+)	2	SPEAKER (-)
LOCKOUT SOLENOID	3	COIN COUNTER 1
1P START LUMP	4	2P START LUMP
+12V	5	+12V
+5V	6	+5V
GND	7	GND
SERVICE	8	TEST SW
COIN 1	9	COIN 2 SW
1P START	10	2P START SW
1P JUMP	11	2P JUMP
1P LEFT	12	2P LEFT
	13	
1P RIGHT	14	2P RIGHT
	15	
	16	
	17	
	18	
	19	
	20	
COIN COUNTER 2	21	TABLE GND *
GND	22	GND

* TABLE GND -- TABLE CONNECT GND
OTHERS NOT CONNECT

DIP SW A
Test Normal
Test Mode
Number of Pacman

1	2	3	4	5	6	7	8
OFF							
ON							

3	OFF	OFF
2	OFF	ON
4	ON	OFF
5	ON	ON

Game Charge(Coin 1)

1coin 1credit

OFF OFF

1coin 2credit

OFF ON

2coin 1credit

ON OFF

3coin 1credit

ON ON

Attract Sound

OFF

No Sound

ON

Game Charge(Coin 2)

1coin 1credit

OFF OFF

1coin 2credit

OFF ON

2coin 1credit

ON OFF

3coin 1credit

ON ON

DIP SW B

Extend Point A

1	2	3	4	5	6	7	8
OFF	OFF	OFF	1	1			
OFF	OFF	ON					

B

OFF OFF ON

C

OFF ON OFF

D

OFF ON ON

E

ON OFF OFF

F

ON OFF ON

G

ON ON OFF

H

ON ON ON

Always OFF

Always OFF

Advanced Screen

Normal

Screen Stop

Normal

ON
OFF

ON
OFF